

FIG. 1

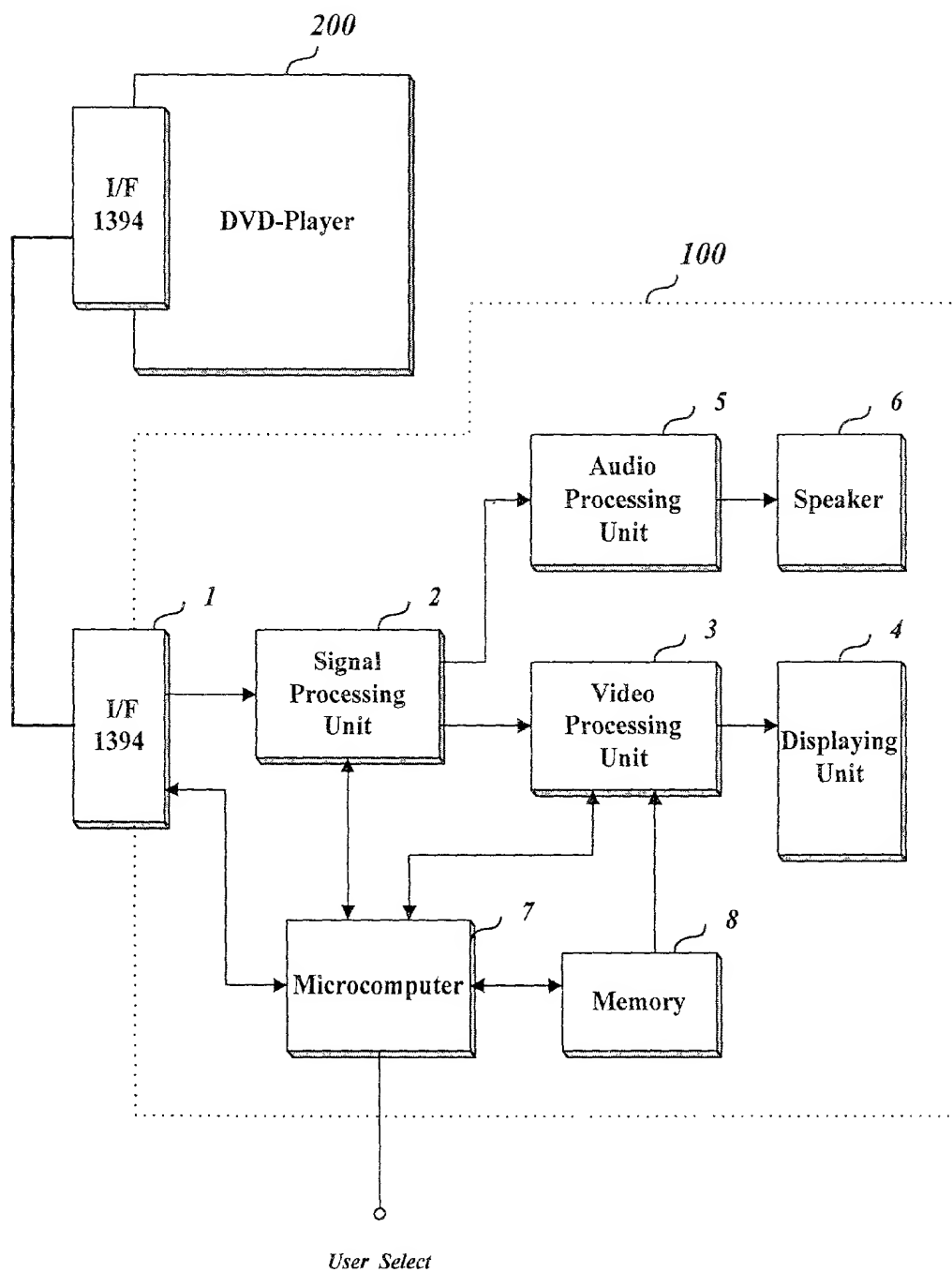
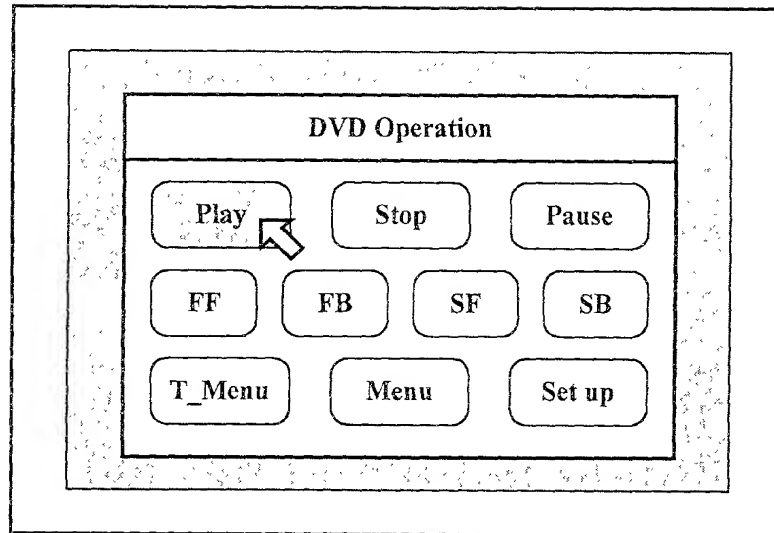


FIG. 2A

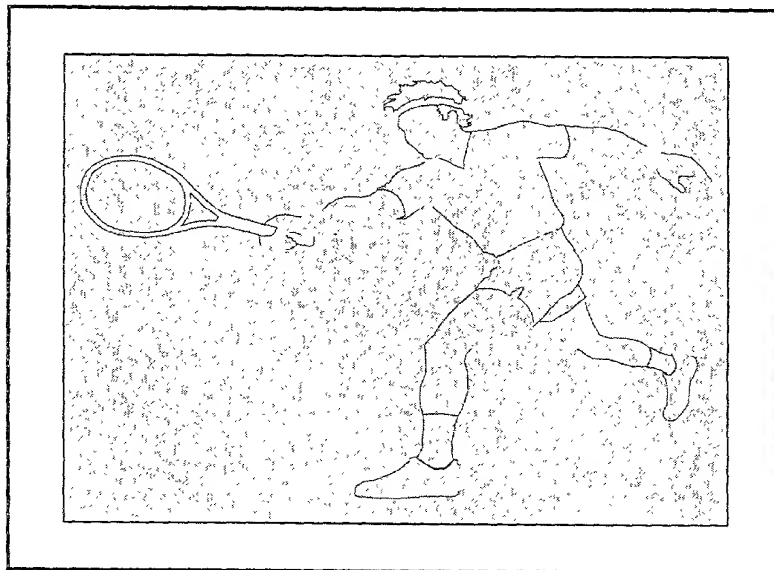
Step 1



Menu screen constructed from menu data stored in a digital TV memory

FIG. 2B

Step 2



Moving pictures transmitted from a DVD player

FIG. 3

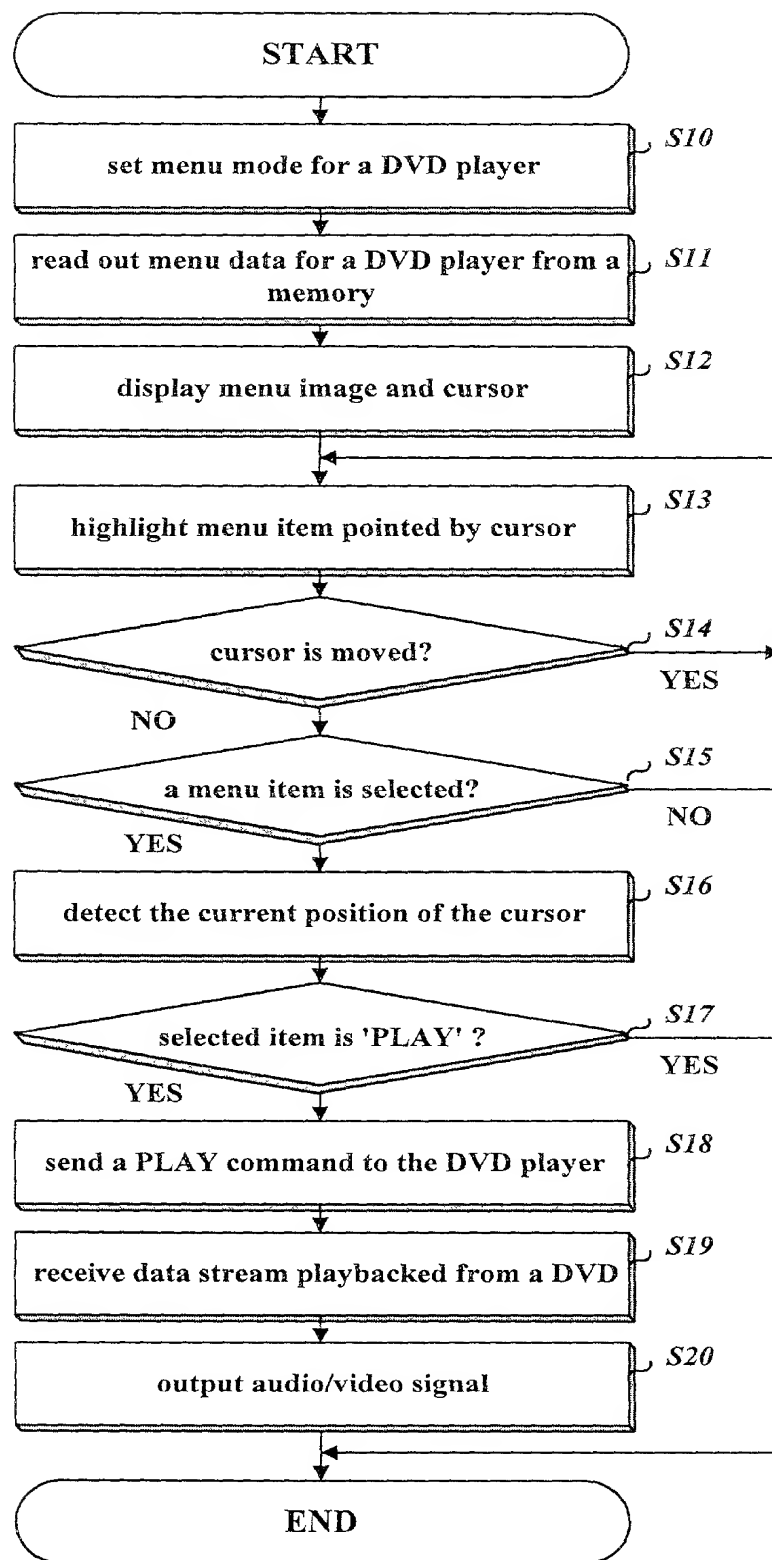
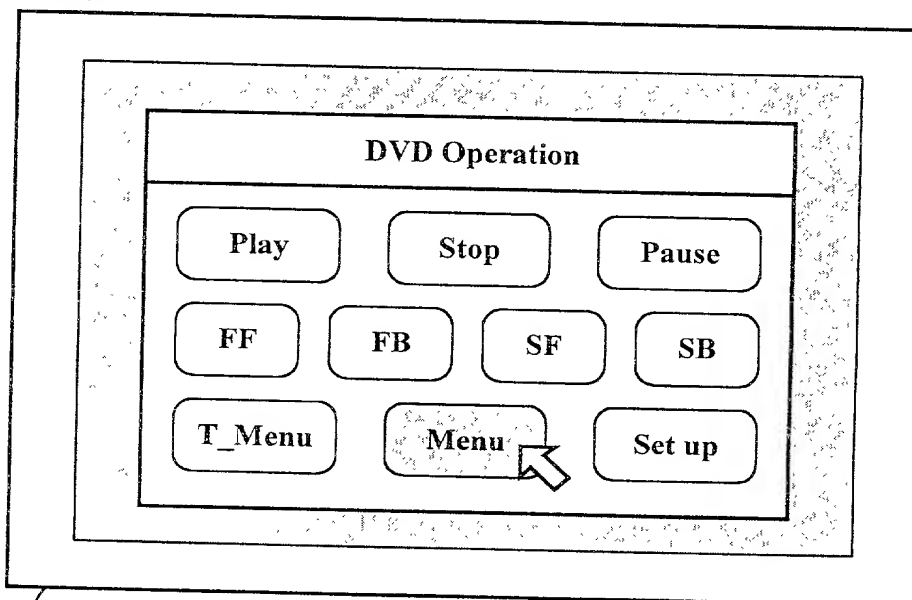


FIG. 4

Opcode	Play (0 x C3)
operand [0]	result
operand [1]	subfunction_1
operand [2]	reserved
operand [3]	source_plug or plug_group_id
operand [4]	
operand [5]	title number
operand [6]	chapter number or time

FIG. 5A

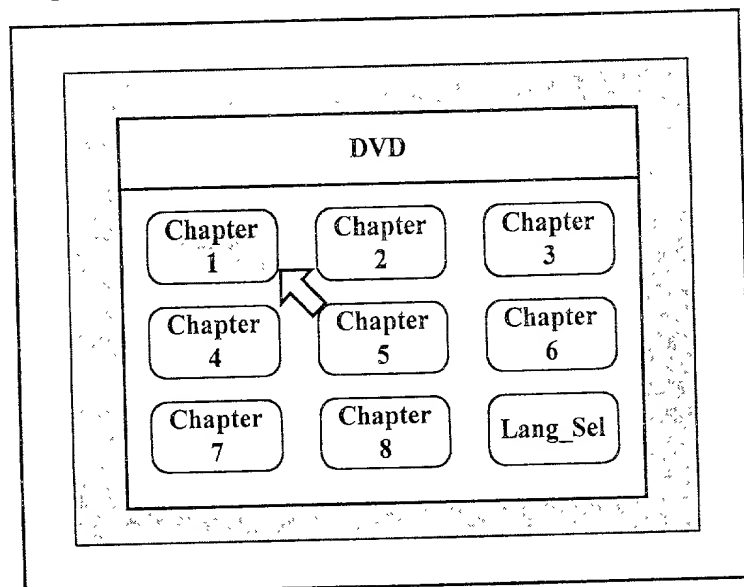
Step 1



Menu screen constructed from menu data stored in a digital TV memory

FIG. 5B

Step 2



Menu screen constructed from the menu image data received from a DVD player

FIG. 5C

Step 3



Moving pictures transmitted from a DVD player

FIG. 6

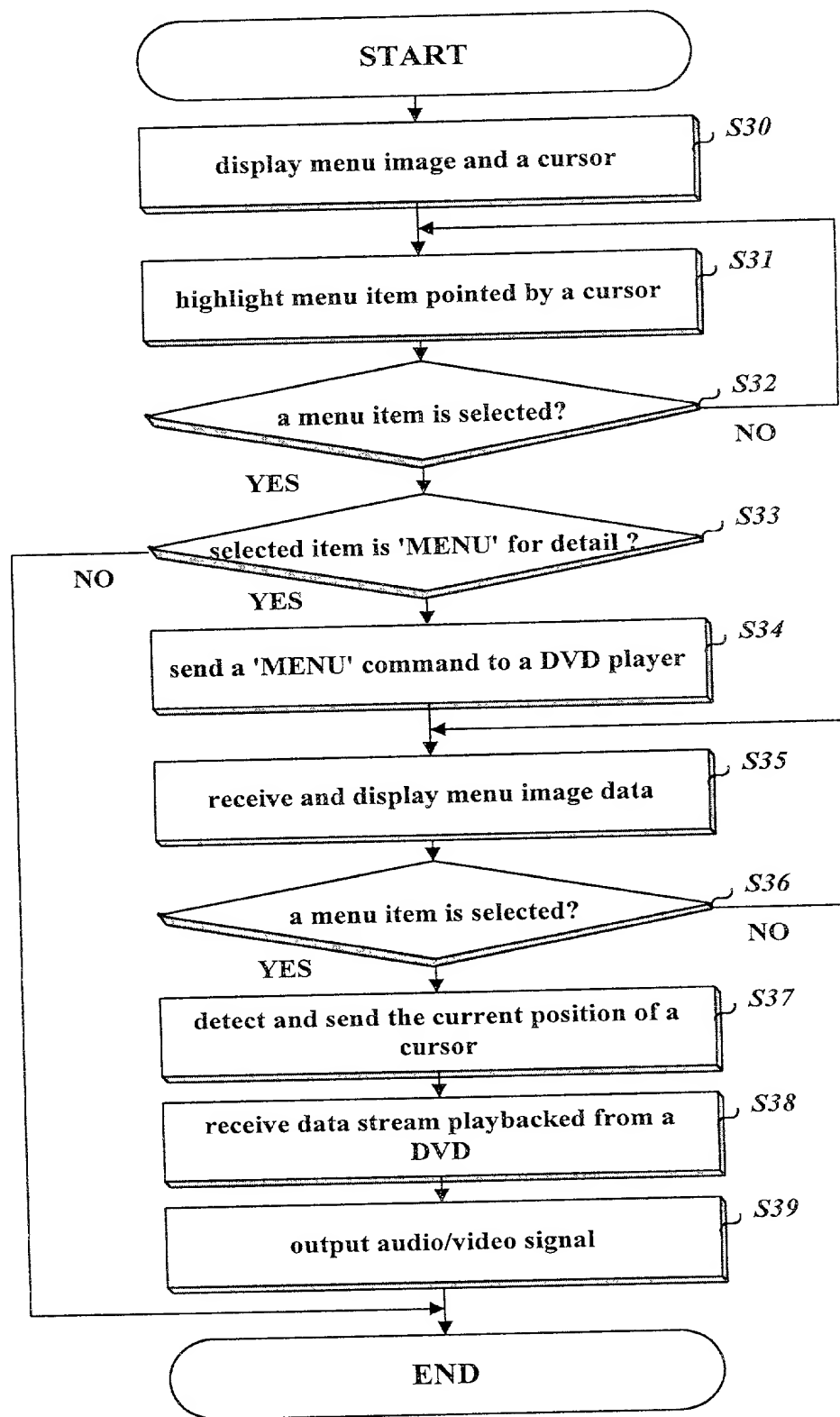


FIG. 7

Opcode	Menu_Call (0 x 61)	Menu_ID	Meaning
operand [0]	Menu_ID	Title (0 x 01)	to call Title Menu
		Root (0 x 02)	to call Root Menu
		Audio (0 x 03)	to call Audio Menu
		Sub-picture (0 x 04)	to call Sub-picture Menu
		Angle (0 x 05)	to call Angle Menu
		Chapter (0 x 06)	to call Chapter Menu

FIG. 8

